

Random Encounters

Fharlanghn's Garden

By Stan!



Guardian of the Road

The worshipers of Fharlanghn believe that every road, street, and path is a precious gift from their god. The Dweller on the Horizon, it is said, watches over those who travel for any reason and gives his blessings to every journey. What's more, his faithful often wander the world offering aid and comfort to any travelers they meet.



However, the devoted do not aid one excursion -- the quest to find Journey's End, which some also know as Fharlanghn's secret garden that has been hidden from the eyes of the world for centuries. In fact, an entire sect of Fharlanghn worshipers have made it their sworn duty to prevent anyone from ever reaching Journey's End. This sect calls itself the Guardians of the Road.

Guardian of the Road

Guardians of the Road are fanatical worshipers of Fharlanghn. They give up or sell their homes and any other property they own and devote themselves completely to worshiping their deity, the god of roads. They permanently join the [Eternal Pilgrimage](#) and spend their lives walking the roads of the world and helping fellow travelers. But members of this order also have a second calling -- to protect the secret of Journey's End.

Journey's End is an idyllic garden created by Fharlanghn as the ultimate destination -- a literal paradise on earth. Guardians of the Road believe that it is the holiest spot in the world -- a place that ordinary folk have no business sullyng with their worthless feet. The order is completely dedicated to preventing anyone other than high-ranking clerics of Fharlanghn from ever finding the location of Journey's End. To this end, they use deception and trickery first, but if those fail, they are willing to kill to keep their holiest site undisturbed.

Hit Die: d8.

Requirements

To qualify as a Guardian of the Road, a character must fulfill all the following criteria.

Deity: Fharlanghn

Skills: Knowledge (religion) 7 ranks, Wilderness Lore 7 ranks.

Spells: Ability to cast divine spells.

Class Skills

The Guardian of the Road's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

The Guardian of the Road

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	<i>Find the path</i>
2	+1	+3	+0	+3	False trail
3	+2	+3	+1	+3	Divine spellcasting
4	+3	+4	+1	+4	<i>Obscure the path</i>
5	+3	+4	+1	+4	Divine spellcasting

Class Features

All the following are class features of the Guardian of the Road prestige class.

Find the Path (Sp): A Guardian of the Road can cast the spell *find the path* a number of times per day equal to his level in this prestige class. The spell functions as if cast by an 11th-level cleric.

False Trail (Su): At 2nd level, a Guardian of the Road gains the supernatural ability to make it difficult for others to follow an existing trail or follow directions to a specific locale. Three times per day, he can target a creature that he can see and is no more than 100 feet away. The target creature attempts a Will save (DC 15). If the save fails, the target creature and any other creature within 30 feet of the target creature suffers a -10 penalty on Intuit Direction, Spot, and Wilderness Lore checks made for the purposes of following a trail or tracking a creature. Instead of providing no information, failure on these checks now provides erroneous data that causes the characters to follow a false trail. This effect lasts for 1 hour.

A Knowledge (nature) check (DC 20) allows the target or anyone else currently affected to realize that his senses are being manipulated, but it does not allow him to cancel out the effect.

Divine Spellcasting: At 3rd level and again at 5th level, the Guardian of the Road gains new spells per day as if he had also gained a level in cleric. For purposes of determining caster level, he is considered one level higher than before. This does not, however, affect his ability to turn or rebuke undead.

Obscure the Path (Sp): At 4th level, a Guardian of the Road gains the ability to counteract some magical means of finding an object, creature, or location. A number of times per day equal to his current level in this prestige class, a Guardian of the Road may dispel the effects of all *find the path*, *locate creature*, and *locate object* spells within 100 feet of his current location. Items permanently enchanted with these spells have those abilities suppressed for 1d4 hours. The targets of the dispelled effects are aware that the spells have stopped working, but they do not know why.

The only item that is immune to this ability is a [milestone](#).

Bringing the Parts Together

Perhaps while the PCs are aiding the pilgrims with the bandit mentioned earlier, they stumble across both of the items described in the first part of this series. When they do so, they may gain the attention of a Guardian of the Road, who seeks to prevent the PCs from making the journey to Journey's End.

Coming in Part 4 of Fharlanghn's Garden

Discover Journey's End in the next installment of this series.

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